

```
AI(1).py - C:/Users/sindh/AppData/Local/Programs/Python/Python313/AI(1).py (3.13.3)
File Edit Format Run Options Window Help
from collections import deque

def bfs(start, goal):
    queue = deque([start])
    visited = set()

    while queue:
        path = queue.popleft()
        state = path[-1]

        if state == goal:
            return path

        visited.add(tuple(state))
        i = state.index(0) # blank space
        moves = [(-1,0), (1,0), (0,-1), (0,1)]
        x, y = divmod(i, 3)

        for dx, dy in moves:
            nx, ny = x+dx, y+dy
            if 0 <= nx < 3 and 0 <= ny < 3:
                ni = nx*3+ny
                new_state = state[:]
                new_state[i], new_state[ni] = new_state[ni], new_state[i]
                if tuple(new_state) not in visited:
                    queue.append(path+[new_state])

# Example run
start = [1,2,3,4,0,6,7,5,8]
goal = [1,2,3,4,5,6,7,8,0]

solution = bfs(start, goal)
for step in solution:
    for i in range(0,9,3):
        print(step[i:i+3])
    print()
```

Ln: 36 Col: 11

```
IDLE Shell 3.13.3
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Python 3.13.3 (tags/v3.13.3:6280bb5, Apr 8 2025, 14:47:33) [MSC v.1943 64 bit (AMD64)] on win32
Enter "help" below or click "Help" above for more information.

>>>
=== RESTART: C:/Users/sindh/AppData/Local/Programs/Python/Python313/AI(1).py ===
[1, 2, 3]
[4, 0, 6]
[7, 5, 8]

[1, 2, 3]
[4, 5, 6]
[7, 0, 8]

[1, 2, 3]
[4, 5, 6]
[7, 8, 0]

>>> |
```

Ln: 17 Col: 0

AI(2).py - C:/Users/sindh/AppData/Local/Programs/Python/Python313/AI(2).py (3.13.3)

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N = 8

```
def print_board(board):
    for row in board:
        print(" ".join("Q" if col else "." for col in row))
    print()
```

```
def is_safe(board, row, col):
    for i in range(col):
        if board[row][i]:
            return False
    for i, j in zip(range(row, -1, -1), range(col, -1, -1)):
        if board[i][j]:
            return False
    for i, j in zip(range(row, N), range(col, -1, -1)):
        if board[i][j]:
            return False
    return True
```

```
def solve(board, col):
    if col >= N:
        print_board(board)
        return True
    for i in range(N):
        if is_safe(board, i, col):
            board[i][col] = 1
            if solve(board, col+1):
                return True
            board[i][col] = 0
    return False
```

```
board = [[0]*N for _ in range(N)]
solve(board, 0)
```

Ln: 33 Col: 15

IDLE Shell 3.13.3

File Edit Shell Debug Options Window Help

Python 3.13.3 (tags/v3.13.3:6280bb5, Apr 8 2025, 14:47:33) [MSC v.1943 64 bit (AMD64)] on win32  
Enter "help" below or click "Help" above for more information.

>>> === RESTART: C:/Users/sindh/AppData/Local/Programs/Python/Python313/AI(2).py ===

```
Q . . . . .
. . . . . Q
. . . . Q .
. Q . . . .
. . Q . . .
. . . . Q .
. . . Q . .
. Q . . . .
```

>>>

Ln: 14 Col: 0

AI(3).py - C:/Users/sindh/AppData/Local/Programs/Python/Python313/AI(3).py (3.13.3)

File Edit Format Run Options Window Help

```
from collections import deque

def water_jug(cap_x, cap_y, goal):
    visited = set()
    q = deque([(0, 0)]) # start with both jugs empty
    while q:
        x, y = q.popleft()
        if (x, y) in visited:
            continue
        visited.add((x, y))
        print(x, y)
        if x == goal or y == goal:
            print("Goal Reached!")
            return
        # possible operations
        q.append((cap_x, y)) # fill X
        q.append((x, cap_y)) # fill Y
        q.append((0, y)) # empty X
        q.append((x, 0)) # empty Y
        # pour X -> Y
        pour = min(x, cap_y - y)
        q.append((x - pour, y + pour))
        # pour Y -> X
        pour = min(y, cap_x - x)
        q.append((x + pour, y - pour))

# Example: Jug X=4 liters, Jug Y=3 liters, Goal=2 liters
water_jug(4, 3, 2)
```

Ln: 9 Col: 0

IDLE Shell 3.13.3

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Python 3.13.3 (tags/v3.13.3:6280bb5, Apr 8 2025, 14:47:33) [MSC v.1943 64 bit (AMD64)] on win32  
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```
>>>
=== RESTART: C:/Users/sindh/AppData/Local/Programs/Python/Python313/AI(3).py ===
0 0
4 0
0 3
4 3
1 3
3 0
1 0
3 3
0 1
4 2
Goal Reached!
```

>>>

Ln: 16 Col: 0

AI(4).py - C:/Users/sindh/AppData/Local/Programs/Python/Python313/AI(4).py (3.13.3)

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```
import itertools
```

```
def solve_crypt_arithmetic():
```

```
    letters = "SENDMOREY"
```

```
    digits = "0123456789"
```

```
    for perm in itertools.permutations(digits, len(letters)):
```

```
        assign = dict(zip(letters, perm))
```

```
        if assign["S"] == "0" or assign["M"] == "0": # no leading zeros
            continue
```

```
        send = int(assign["S"] + assign["E"] + assign["N"] + assign["D"])
```

```
        more = int(assign["M"] + assign["O"] + assign["R"] + assign["E"])
```

```
        money = int(assign["M"] + assign["O"] + assign["N"] + assign["E"] + assi
```

```
        if send + more == money:
```

```
            print("SEND:", send, "MORE:", more, "MONEY:", money)
```

```
            return
```

```
solve_crypt_arithmetic()
```

Ln: 21 Col: 24

IDLE Shell 3.13.3

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Python 3.13.3 (tags/v3.13.3:6280bb5, Apr 8 2025, 14:47:33) [MSC v.1943 64 bit (AMD64)] on win32

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```
>>>
```

```
=== RESTART: C:/Users/sindh/AppData/Local/Programs/Python/Python313/AI(4).py ===
```

```
SEND: 9567 MORE: 1085 MONEY: 10652
```

```
>>>
```

Ln: 3 Col: 0